All-New Format!

LEISURE SUIT LARRY™

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND CHARACTERS YOU MAY NOT HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY

SIERRA 3-D

HINT BOOK

ANIMATED ADVENTURE GAMES™

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LEISURE SUIT LARRY™

HINT BOOK

Introduction

Welcome to Lost Wages, the Land of the Lounge Lizards, and the stomping grounds of Leisure Suit Larry! I assume you wouldn't be reading this unless you own the game and are in the process of solving it (or lead an extremely dull existence!). If you don't own the game, go buy it! If you're playing a copy you didn't pay for, I hope you crash your hard disk! In any case, I hope you are having as much fun playing *Larry* as we had creating him.

As designer and programmer, you'd think I'd know everything there is to know about this game. However, throughout our testing process, I was continually surprised to find people doing things I'd never considered! (And some things I'd never even heard of!) If, after looking through this hint book, you *still* have questions, feel free to contact Sierra Customer Support at (209) 683-6858.

Before you go any further, read your reference card. Be sure to experiment with all the Menu items. Just as with other software, you'll find some of the Menu items quite helpful, and the rest quite silly!

How this book works

The whole point of playing *Leisure Suit Larry in the Land of the Lounge Lizards* is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden or so obtuse that you don't even know where to begin. Or, this may be your first experience with an adventure game. Hence, this hint book.

How to use this Hint Book

When you get stumped, look through this book and find the question that is closest to your problem. Place the red window card over the desired answer. Hints progress from mildly helpful hints, to strong clues, to "here's-the-solution-you-dummy." It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

How NOT to use this Hint Book

Hey, look: it's not fair to scan through the book reading the answers. You're missing the point of the game! Read only those hints absolutely necessary, and as few of those as you can.

Don't think that all these questions are real: they're NOT! Along with the legitimate questions, I have included some fakes! Don't think because I mention "magic spells" in a question near the one you're reading, that you'll find a magic spell somewhere in the game, or that magic spells are important in this game. (They are quite important to *King's Quest III*, but not to Larry!)

If you've finished *Leisure Suit Larry*

Even after you've "won" the game, and Larry has "lost" what he set out to lose, I'm sure we can keep you interested. I've included a section at the end of this book that "tells all!" Be *very* cautious using this section, and don't even look at it until you've literally seen the "fireworks" at the end of the game. Start a fresh game, and I'll show you some of the little extras you've missed. There is a complete "walk through" showing you the most efficient way to play the game, a list telling how every point is earned, and a list telling where every object is found and used.

Thank you for playing, and I hope you enjoy learning some of the little things we've hidden inside *"Leisure Suit Larry!"*

Al Lowe

General Questions

All I do is wander about! Is this it?

[redacted]

What's the point of this game, anyway?

[redacted]

I'm tired of dying and starting over again from the beginning!

[redacted]

[redacted]

I answered the telephone and when I hung up, Larry was dead.

[redacted]

Larry walks too slow! Larry walks too fast!

[redacted]

How can I "look at" the objects I have?

[redacted]

The most important part of any adventure game is "looking."

"Look" at everything you see. If it's important, you'll get a message, and quite possibly a clue.

"Enter" every place you discover.

"Talk" to everyone you meet... some of them may answer you!

Not one to read the manuals, eh?

OK, you see, Larry Laffer is this 40-year-old, balding, traveling software salesman in the city of Lost Wages for just one night. His goal is to lose his virginity before sunrise.

Your goal is to solve all the problems that lie in his path, and make him "lose" so you can "win!"

You should be "Saving" your game, then "Restoring" instead of "Restarting."

Go to the menus. Choose "Save" from the "File" menu.

Save early. Save often. It only takes a few seconds, and makes playing much more enjoyable.

You are not limited to the 12 "slots" shown. You can create as many subdirectories as you wish, and save games there. You can even save games on multiple disks.

The obvious answer is: ignore all telephone calls while playing adventure games! Or,

Use "Pause Game" under the "Special" menu to pause the game.

Leisure Suit Larry is played in "real time," so don't waste it! Remember, Larry only has tonight to complete his quest!

Use the "Speed" menu to select a new speed.

Some scenes on some computers/monitors will always run at "normal" speed.

Choose "See Object" from the "Action" menu.

[redacted]

I've found the book of magic spells; how do I open it?

[redacted]

What good are the menu items "Bodily Function," "Calculator," and "Puzzle?"

[redacted]

What good is the "Boss Key?"

[redacted]

Quick! How can I skip ahead to all the Dirty Parts?

[redacted]

Is there any way to skip that silly Age Test trivia at the beginning of the game?

[redacted]

How come I already have stuff in Inventory. I've never seen a Sierra game like this!

[redacted]

What good is the Pocket Lint?

[redacted]

How do I use my Wrist Watch?

[redacted]

Move the cursor to the object you want to see

Press Enter to see it. Or,

Type "look at" and the name of the object.

Buy *King's Quest III!*

There is no "book of magic spells" in *Leisure Suit Larry*

Stop reading answers you don't need.

None!

A good way to keep from getting fired when you get caught playing games when you should be working!

No, there's no way to return to your game except by using "Restore!"

You shouldn't be playing games at work anyway!

You can't.

There aren't any

If you were looking for porn, you've got the wrong game. Humor we got, X-rated we ain't!

Yep. Just in case someone asked, I hid a passkey! Give your age, then at any question, just type Alt-X (or your computer's equivalent – Option-X, etc.). Just don't let the kids see you!

You're right about that. And, in more ways than just inventory!

None. It's just there!

"Look" at it. It tells you the time. (Remember, you must finish the game before dawn!)

When do I use my Wallet?

[redacted]

Why do I need the Breath Spray?

[redacted]

On Main Street

Doctor Al, every time I enter that dark alley I get killed!

[redacted]

While I'm in the dark alley, I can't talk to the man.

[redacted]

[redacted]

Why can't I cross the street without getting killed?

[redacted]

What's the purpose of that ? # /✓ dog?

[redacted]

How do I keep the dog away from me?

[redacted]

The Sierra World Workshop

Why is this here?

[redacted]

Whenever you want to spend money, "Look" at it to find out how much money you have left.

Because you have halitosis!

Don't enter that alley. (Drunk fill.)

It's only there because I didn't want to give you the old "you can't go that way" message.

Neither can anyone else!

Gotcha!

You're not supposed to be reading hints indiscriminately!

There is no Gideon Bible in this game.

Stop reading answers you don't really need.

Because there's no game over there!

None.

He's just another silly Al Lowe joke!

Keep moving, he only appears when you don't move.

We just thought you'd want to know what we have to go through whenever you press "Restart."

It's fun.

Who are those people?

[redacted]

Trash Bin Alley

I can't reach the fire escape from down here.

[redacted]

Why can't I climb over that fence?

[redacted]

I just keep sliding off...

[redacted]

I see something on the ledge of that other window, but I can't reach it.

[redacted]

The pills are too far away to reach without securing yourself to the railing.

[redacted]

The dragon under repair at lower left is from the cave in *King's Quest*.

The man being tested in the lower right foreground is Sir Graham, the star of the *King's Quest* series.

Checking him is Larry Weissenborn, the head of Sierra's Quality Assurance Department.

Observing with the clipboard is Roberta Williams, who puts Sir Graham through his paces.

The roaming droid is from *Space Quest*.

The real commander, Rick Cavin, is the head of Sierra's Production Department.

That's right. And, you never will.

The only way onto the fire escape is from that upstairs window.

Discover how to get inside the Hooker's bedroom; then climb out her window.

Because there's no game over there!

Wait, was this question for INSIDE the Hooker's bedroom?

Remember: Larry is basically a klutz!

The ladder's only purpose is to take you from the fire escape to the ground safely.

You're right; you can't reach it without help.

This is a tough one.

Unfortunately, you can't reach it until the game is nearly over.

Did you buy the magazine in the Quiki Mart Store?

Did you read the magazine?

You need a rope. You can't get it until you're quite far along in the game.

[redacted]

Passing the Bar

What's the point of drinking?

[redacted]

I can't get this girl to do anything!

[redacted]

How do I get past that locked door?

[redacted]

What's the password?

[redacted]

What's "blah, blah, blah" mean?

[redacted]

How can I learn the rest of his jokes?

[redacted]

You'll find the rope after you know Fawn (in the biblical sense).

Assuming you have the rope, you can tie it to your waist.

Then, tie it to the railing.

Then, reach for the pills.

What, you haven't found the hammer? You've been falling on it.

It makes you stagger.

Scott Murphy likes it!

That's right. She's waiting for her boyfriend.

It may be a long wait; that's him lying on the floor of Lefty's Back Room!

She's just there to prove how tough it is for Larry to pick up girls. (It worked, didn't it?)

You can't unlock it. In fact, you can't unlock any door in this game. I forgot to program in a key!

Knock on it.

What makes you think I'd tell you?

Oh, all right, I will.

Did you read the graffiti when you were in Lefty's Rest Room?

"Ken sent me."

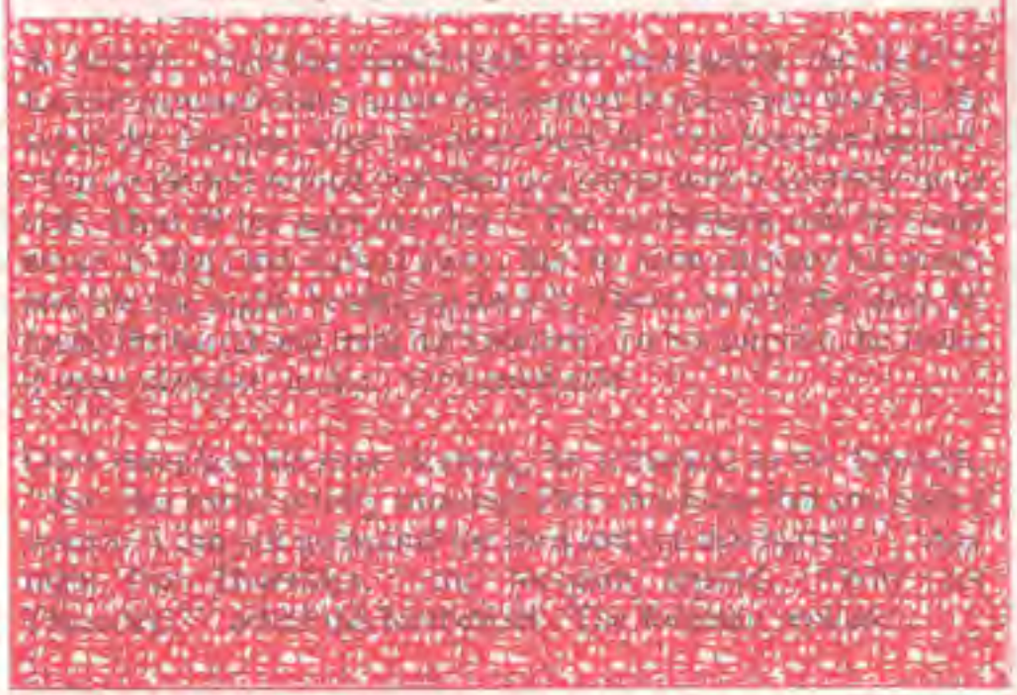
Why, Ken Williams, of course!

That bore on the stool next to you is telling you bad jokes. To spare you, I've only given you the punch lines.

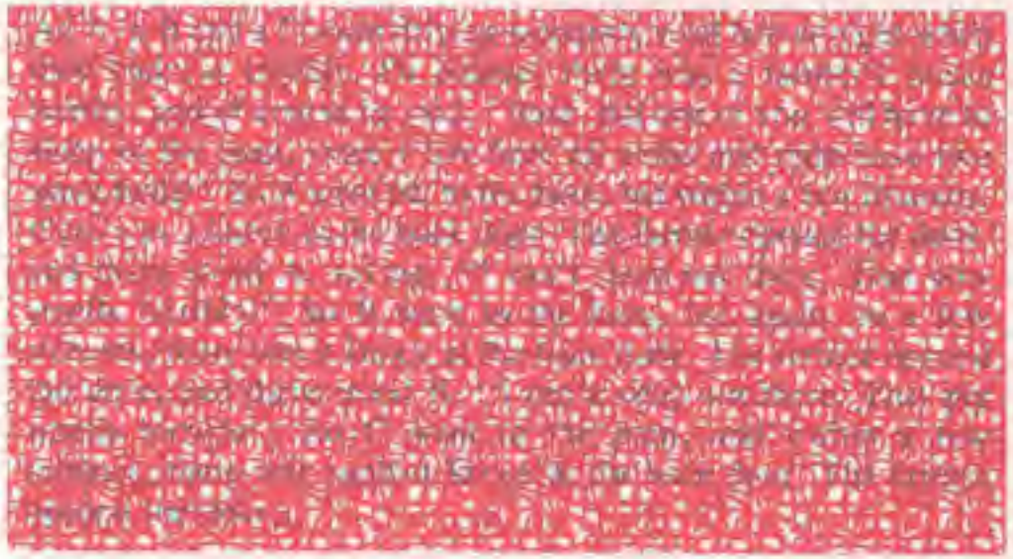
Are you sure you want to?

They're pretty raunchy!

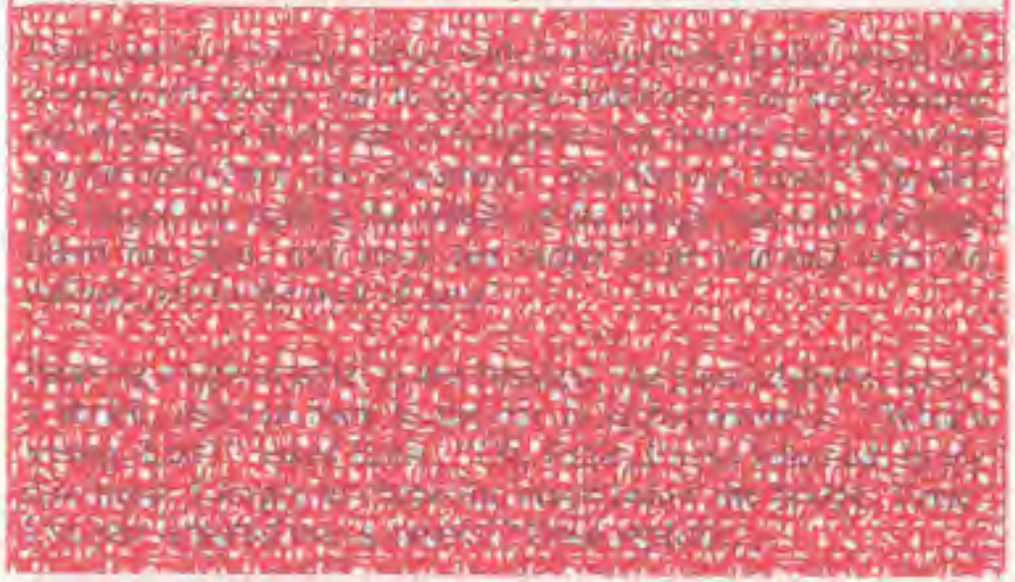
"...'cause Thursday's your night in the barrel!



"and there stood the pig and the cow!"



"...dammit Liza, doncha know ya own reflection?"



"we are coming back this way, aren't we?"

They're not that funny.

Well, OK, some of them *are* pretty funny!

OK, here they are; punch lines first, jokes following.

A recently recruited lumberjack was bemoaning the lack of female companionship at his new outpost in the North Woods. He asked the foreman what the other men do. The foreman replied, "Up on the hill behind that shed is a barrel with a knothole in its side. Most of the guys use that." The lumberjack said he could never do that, and walked away. But, he soon changed his mind, and late one night, headed up the hill. There, behind the shed, he found the barrel and tried the knothole. To his surprise, he found it quite pleasant; in fact, very enjoyable.

Over breakfast the next morning, he remarked to the foreman, "Say, that barrel is truly amazing! Does this mean that any night I want to, I can just go behind the shed and use that barrel?" "Any night but Thursdays," the foreman replied. "Why not Thursdays?" asked the lumberjack. The foreman replied...

This is one of those classic, three-ethnic-group, fill-in-the-blank jokes, where you substitute the ethnic group you wish to offend. It could be Polack-Italian-Jew; minister-priest-rabbi; or whatever; just fill in suitable group names when you tell it. Being a programmer, I'll use the variables A, B, and C:

An A, a B and a C were driving a country road late at night when they had car trouble. Of course, there was a farmer's house nearby, and of course he said, "Sure, but one of you will have to sleep in the barn, since I live here all alone and only have two spare beds!" So A went out to the barn, but within a few minutes, there was a knock at the back door. The farmer opened the door, and there stood A, saying, "I can't sleep out there. That cow smells terrible!" So B went to the barn, but again, in a few minutes, there was a knock at the back door. The farmer opened the door, and there stood B. "I can't sleep out there. That pig smells terrible!" So C went to the barn, and within a few minutes, there was another knock at the back door. The farmer opened the door...

Liza was on a country drive with her boyfriend Ernie, when she realized she simply *had* to go to the bathroom. She kept waiting and waiting for a gas station to appear, but finally a rough bridge got the best of her. She screamed, "Stop the car, Ernie!" He did, she leaped out right in the middle of the bridge, ran to the railing, hiked her skirt, and stuck her rather large rear-end over the railing, just in the nick of time!

Heaving a sigh of relief as she finished, she glanced down, let out a shriek, and ran back to the car in embarrassment. "What's wrong, Liza?" asked Ernie. "Oh, Ernie, I'm so ashamed! In my dire need, I forgot to check the creek below the bridge. Ernie, I've just urinated into a canoe!" Ernie replied...

"...you idiot! I said POSSE!"

"...nobody can eat THAT much ice cream!"

"...25 bucks, same as in town!"

"...just think of the money he saved!"

Two nuns were traveling to town for supplies when they were accosted, robbed, and raped by two young men. As they resumed their journey, the younger nun said, "Oh, Sister! Whatever will Mother Superior say when we tell her we were raped twice on our journey to town?" The elder nun replied, "What do you mean, 'twice?' " The younger nun said, "Well,...

The Lone Ranger was captured by outlaws, tried by their kangaroo court, and sentenced to die at dawn the following day. His last wish was to say goodbye to his dear friend, Silver. That night the outlaws granted his request, the Lone Ranger whispered in Silver's ear, slapped him, and the big horse ran off to freedom. At dawn, the Lone Ranger had the noose around his neck when he spotted Silver galloping over the hilltop with a beautiful, naked woman riding on his back! The Lone Ranger shouted,...

Ernie had too much to drink and decided to go sleep it off in his car, leaving Liza all alone at the bar. A big dude walked by her, looked her over and said, "Ooh, Liza! You've got the prettiest knees I've ever seen! I'd just love to rub those for you!" She ignored this impudent remark, and continued to drink. A little later, she was a little drunker, and her skirt had slipped a little higher. The same dude walked by again, and said, "Ooooh, Liza! You've got the prettiest thighs I've ever seen! I'd just love to cover those with oil and rub it all in for you!" She also ignored this remark, and continued drinking. A little later, she was a lot drunker, and her skirt had slipped a lot higher. The same dude walked by again, and said, "Oooooh, Liza! Why, that's the prettiest thing I've ever seen! I'd like to fill that up with ice cream, and eat it all out!"

Liza had had enough! She hopped off the stool, stomped from the bar, raced to the car, and woke Ernie. "Ernie, you good for nothing, I want you to go in that bar and defend my honor!" Ernie grumbled, "What the devil are you talking about, woman?" She says, "Why, this big dude came walking by and said I have the prettiest knees he's ever seen, and then he said I have the prettiest thighs he's ever seen, and then he said I have the prettiest thing he's ever seen, and he wants to fill it with ice cream, and eat it all out!! Now, you get in there and defend my honor!!" Ernie just rolled over, closed his eyes, and said, "Dammit, Liza...

One Saturday evening, a priest realized there was no wine for the morning services. He quickly headed for town still dressed in his old clothes. Since his usual store was closed, he used a shop in a rather questionable neighborhood. He completed his purchase and walked outside as a lady of the evening shouted, "Hey, buddy! Twenty-five bucks for a quickie?" He ignored her, and returned to the church. However, his curiousity had been piqued, so seeing Sister Liza in the garden, he asked, "Sister Liza, what's a quickie?" She replied ...

This is the final line to the oldest dirty limerick I know.

"...a lotta guys just leave her hanging in a tree somewhere!

The Back Room

I can't find the brick that contains the hidden, secret key. Which brick is it?

What do I do with that rose on the table?

What do I do with the Drunk lying on the floor?

The Rest Room

Whatever you do, DON'T FLUSH THAT TOILET!

There once was a hermit named Dave,
Who kept a dead whore in his cave.
Though he kept her on ice,
She didn't smell very nice,
But,...

A man picked up his blind date, and discovered she was a beautiful, young, wheelchair-bound double amputee. He suggested a drive-in movie, and she readily agreed. While watching the film, they became very friendly, and subsequently quite passionate. She suggested they go someplace where they could be alone. He drove to a deserted country lane, and they became even more friendly, and "very" passionate. Unfortunately, because of her handicap and his car seats, it was impossible for them to continue.

Quickly improvising, she noticed a nearby tree with two low branches. "If you'd carry me to that tree," she said, "I could hold those branches and we can finish what we both want!" He did, and she did, and they did, and it was wonderful! Later, they returned to her home. He was pushing her wheelchair up the sidewalk when her father opened the front door. "My, such a courteous young man," her father said. "What a pleasure it is to see that chivalry is not dead!" "Why, sir," the young man responded, "the least a gentleman can do is walk his lady to the door!" "Yes," replied the dad, "but you know how guys are these days...

You're not supposed to be coloring things that you don't know about!

You're gonna spoil this book if you keep doing this.

Now CUT THAT OUT! This is just a fake hint.

Take it. Later you'll find someone who would just *love* it.

Talk to him. He'll tell you what he wants.

He wants whiskey. Give it to him.

There *is* a bar in the next room, you know.

Don't say I didn't warn you!

What else, besides the obvious, is there to do in here?

[redacted]

Behind the Padded Door

No matter what I do, he won't move.

[redacted]

How do I negotiate him down in price?

[redacted]

I don't have enough money.

[redacted]

[redacted]

Why can't I turn the TV on?

[redacted]

The TV's on, but he's not interested.

[redacted]

Up the Stairs

When I take the clothes line and tie it around the radiator, I always die.

[redacted]

Look at the sink.

Take the ring. Later, you'll find someone who would just *love* it.

Read the walls.

Keep reading the walls until you learn the password.

Did you talk to him?

Pay him the hundred bucks. OR,

You might try distracting him.

Maybe he likes to watch TV.

You can't. He really means "a hundred dollars."

You'll have to go earn some.

No, you can't get a job!

Try the casino.

Maybe it's not your type.

The knob's broken off. Many TVs have another way to control them.

Try the remote control.

You did get it from the drunk in the Back Room, didn't you?

There may be more than one station broadcasting.

Change the channel.

Keep changing channels until you find something he likes.

Nice try, but this is just another sucker hint!

What's on the table?

How do I get what I came here for?

She seems quite willing, but I keep dying!

What do you mean: Lefty's is closed?

The Taxicab

The driver doesn't understand where I want to go.

He just kills me with that drunk driving scene!

Now stop reading these!

It's a box of candy. Take it; you'll find someone later who would just *love* it!

No, don't eat it!

Stand near south side of the bed

Remove your clothes.

Go to bed.

Remember, this is *not* enough to satisfy your quest.

Haven't you ever heard of abstinence?

Haven't you ever heard of self-restraint?

Haven't you ever heard of protection?

Try a prophylactic. They are for sale at the Quiki Mart Store.

Sorry, but Lefty needs his rest.

If you take too long completing the game, you'll be unable to get back inside Lefty's.

Start over from the beginning.

Since you now know the answers, you'll play more efficiently.

He's not real bright; also, this game doesn't have limitless horizons.

He just keeps asking me where I want to go. Where can I go?

Ask him "where's the action" or "just talk to the Cabbie;" he'll tell you.

Don't ever take the wine in the taxicab.

Period.

[redacted]

Why are his prices so inconsistent?

[redacted]

Is it my imagination, or are these rides getting shorter?

[redacted]

Lost Wages Casino

How do you gamble in this place?

[redacted]

OK, now how do I stop gambling?

[redacted]

I keep losing. It's a good thing this isn't real money!

[redacted]

What's supposed to happen in the Cabaret Room?

[redacted]

If you need wine elsewhere, you'll have to find another way to get it there.

Authenticity.

The prices are set randomly, just like many taxicab rides I've taken!

Yep. They are.

And, the average price is rising.

At least you don't have to spend so long riding in the taxicab!

It's possible to finish the game with only five rides.

Walk to the slot machines and say "play slots."

Walk to the empty blackjack table and say "play blackjack."

I think "look room" is the easiest.

You can "save" your game, you know.

Whenever you begin a gambling session, save your game.

Then, whenever you win, save over it; whenever you lose, restore that game.

To shorten your session, follow the above rule, but always bet the maximum ($20.00).

It's just for fun.

There's nothing hidden there.

You can get one point by finding the only seat that's not "Reserved."

It's the chair in the lower, right-hand corner (the worst seat in the place).

How do I get the elevator to go?

I've fixed the pay telephone near the elevator. Now, who do I call?

What can I do with the girl at the top of the elevator?

OK, I did all that, and what did I get for it?

The Disco

How can I get a membership card?

Why can't I do anything with that blonde?

"Look" inside the elevator.

Press the number of the floor you'd like.

Hey, you can't do that! That phone is permanently broken.

Why are you reading this? This is a fake!

Such indiscriminate reading will be the death of you.

You can't get very far; she's on duty. And, she *is* faithful.

Talk to her. Several times.

Bide your time. The essential ingredient will become available late in the game.

Give her the bottle of Spanish Fly pills.

They are on the window ledge, near the fire escape outside the Hooker's room.

Look at the desk.

Push the button.

You could buy one, but you're not worthy of membership!

Your best bet is to find one somewhere.

Look where people discard things.

It's in an ash tray.

The ash tray at the base of the elevator in the Casino Hotel.

Try sitting with her.

Try looking at her.

Try talking to her.

Several times.

OK, but what does she want from me?

[redacted]

Quiki Wed Marriage Chapel

Why does that man in the trench coat outside the Chapel keep doing that?

[redacted]

Why is this place so deserted?

[redacted]

The Honeymoon Suite

I can rent a regular room from the desk clerk, but not the Honeymoon Suite.

[redacted]

Hey! What kind of cheap-o hotel is this, anyway?

[redacted]

Where is the Honeymoon Suite?

[redacted]

If you talk to her often enough, she'll tell you.

Fawn just *loves* presents.

In fact, Fawn wants lots of presents.

Give Fawn the rose.

Give Fawn the box of candy.

Give Fawn the diamond ring.

Remember: this *is* a disco.

Dance with Fawn.

Then, give Fawn a hundred bucks, like she asked for!

If you don't have enough money, she'll wait while you go win some!

That's HIS problem.

Perhaps someone will show up when you're ready to do business.

When your bride shows up, so will the minister.

Oh, no you can't! Gotcha!

There is no desk clerk in this game.

Now, stop reading these fake questions!

Haven't you been for a ride in the hotel elevator?

It's immediately behind the casino's gambling area.

Get out on the fourth floor.

It's the door with the cheap, plastic heart.

How do I get into the Honeymoon Suite?

How can I get a bottle of wine to Fawn?

The Penthouse

She's sure the "silent type." What does she want?

Is there anything in the bedroom?

Suicide at Dawn

How come I die every time I walk outside?

You can't. When it's time, someone will let you in.

Just knock on the door after you marry Fawn. She'll unlock it for you.

Try a little soft music first, to help get her in the mood.

Turn on the radio.

Remember the telephone number in the commercial.

Have you looked around the area?

Did you look at her towel or bracelet?

Her name is "Eve." Guess what a girl named Eve would want from you.

Right. "Give the apple to Eve."

No. But there *is* a bedroom closet.

Go inside the closet. "Look."

Take the doll.

Inflate the doll.

"Use" the doll.

Yes, really!

Sure, it's a little weird, but you did it, didn't you?!

Look at your watch.

You've taken too long to finish the game. You were supposed to finish by dawn!

You'll have to start over and play more efficiently.

After "The End" of the Game

CAUTION: Read the rest of the Hint Book only if you have truly seen the end of *Leisure Suit Larry*. This is highly potent stuff!

Objects

Object	Where found	Where used
[redacted]	[redacted]	[redacted]

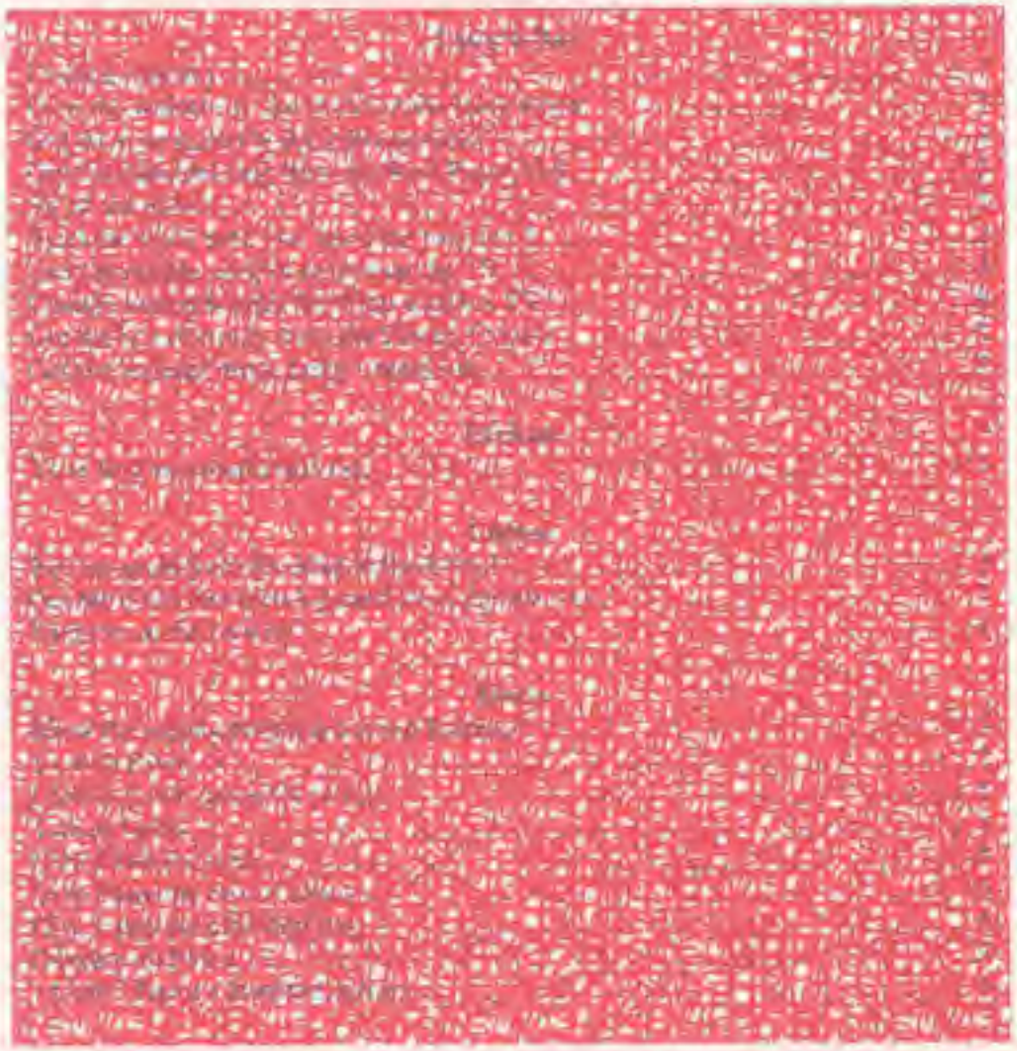
[redacted]

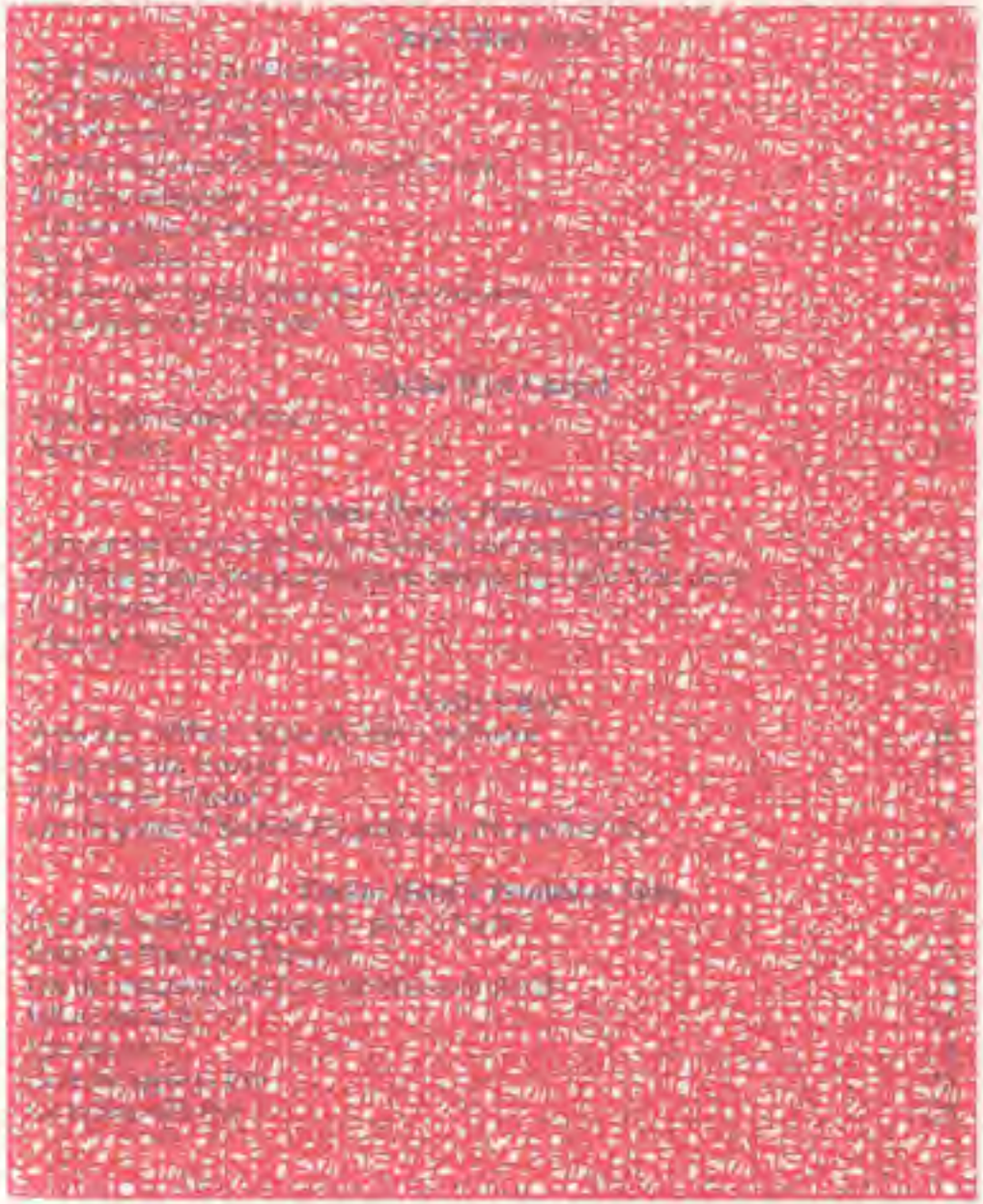
Wallet	always have it	throughout game to spend money
Breath Spray	always have it; or replace at Store	throughout game when told
Wrist Watch	always have it	throughout game to tell time
Pocket Lint	always have it	never used (is it in any game?)
Glass of Whiskey	buy at Lefty's bar	Lefty's back room
Remote Control	get from drunk in Lefty's backroom	distract Pimp
Rose	on Lefty's back room table	give to Fawn
Diamond Ring	on Lefty's rest room sink	give to Fawn
Box of Candy	on Hooker's bedroom table	give to Fawn

Hammer	in Lefty's garbage in Trash Bin Alley	break window to get pills
Disco Card	in Casino ash tray	get past Disco Bouncer
"Jugs" Magazine	buy in Quiki Mart Store	read to get clue about pills
Prophylactic	buy in Quiki Mart Store	Hooker's bedroom
Bottle of Wine	buy in Quiki Mart Store	give to Bum outside store
Pocket Knife	from Bum outside Quiki Mart	Honeymoon Suite
Rope	Casino Hotel Honeymoon Suite	to get pills in Trash Bin Alley
Bottle of Pills	window near Hooker's fire escape	give to Faith to access Penthouse
Inflatable Doll	Hotel Penthouse Bedroom closet	inside the closet
Apple	from Man in Barrel outside Casino	give to Eve in hot tub

Points

If you ended the game with 222 points, you earned every point possible! Congratulations! But if you ended with less, you may want to color the areas below to discover what you missed.





Lefty's Bar

Order a whiskey	1
Give the whiskey to the drunk in the Back Room	2
Get the rose from the Back Room table	1
Get the diamond ring from the Rest Room sink	3
Sit on the toilet	1
Read the walls until you learn the password	2
Use the remote control to turn on the TV	1
Change channels until the Pimp watches TV	8
Get the box of candy from the Hooker's table	1
Get the hammer from Lefty's trash bin	3

Taxicab

Your first successful taxi ride	1

Casino

Buy an apple from the Man in the Barrel	3
Get the disco membership card from the ash tray	1
Sit down in the cabaret	1

Disco

Show the membership card to the Bouncer	5
Sit with Fawn	1
Look at Fawn (possibly twice)	1
Talk to Fawn	1
Give Fawn the rose	5
Give Fawn the box of candy	5
Give Fawn the diamond ring	5
Dance with Fawn	5
"Loan" Fawn a hundred dollars	7

Quiki Mart Store

Read the sale of the telephone	1
Dial the National Sex Survey	2
Dial Sierra On-Line	5
Get the magazine from the magazine rack	1
Read the magazine	1
Get the bottle of wine	1
Buy a "lubber"	4
Answer the ringing telephone, hear message	5
Give the wine to the wino	5

Quiki Wed Chapel

Talk to the flasher outside	1
Marry Fawn	12

Casino Hotel's Honeymoon Suite

Turn on the radio; learn Ajax Liquor's telephone number	1
Order the wine using the telephone outside the Quiki Mart Store	5
Cut the rope	10
Take the rope	3

Lefty's Bar

Wear the "lubber" in the Hooker's bedroom	10
Sleep with the Hooker	11
Remove the "lubber"	1
Get the bottle of Spanish Fly pills from the window sill	8

Casino Hotel's Penthouse Suite

Give the bottle of Spanish Fly pills to Fauh	5
Enter the Penthouse Elevator	5
Get the inflatable doll from the bedroom closet	5
Inflate the doll	5
Use the doll	8
Give the apple to Eve	15
Go to bed with Eve	25

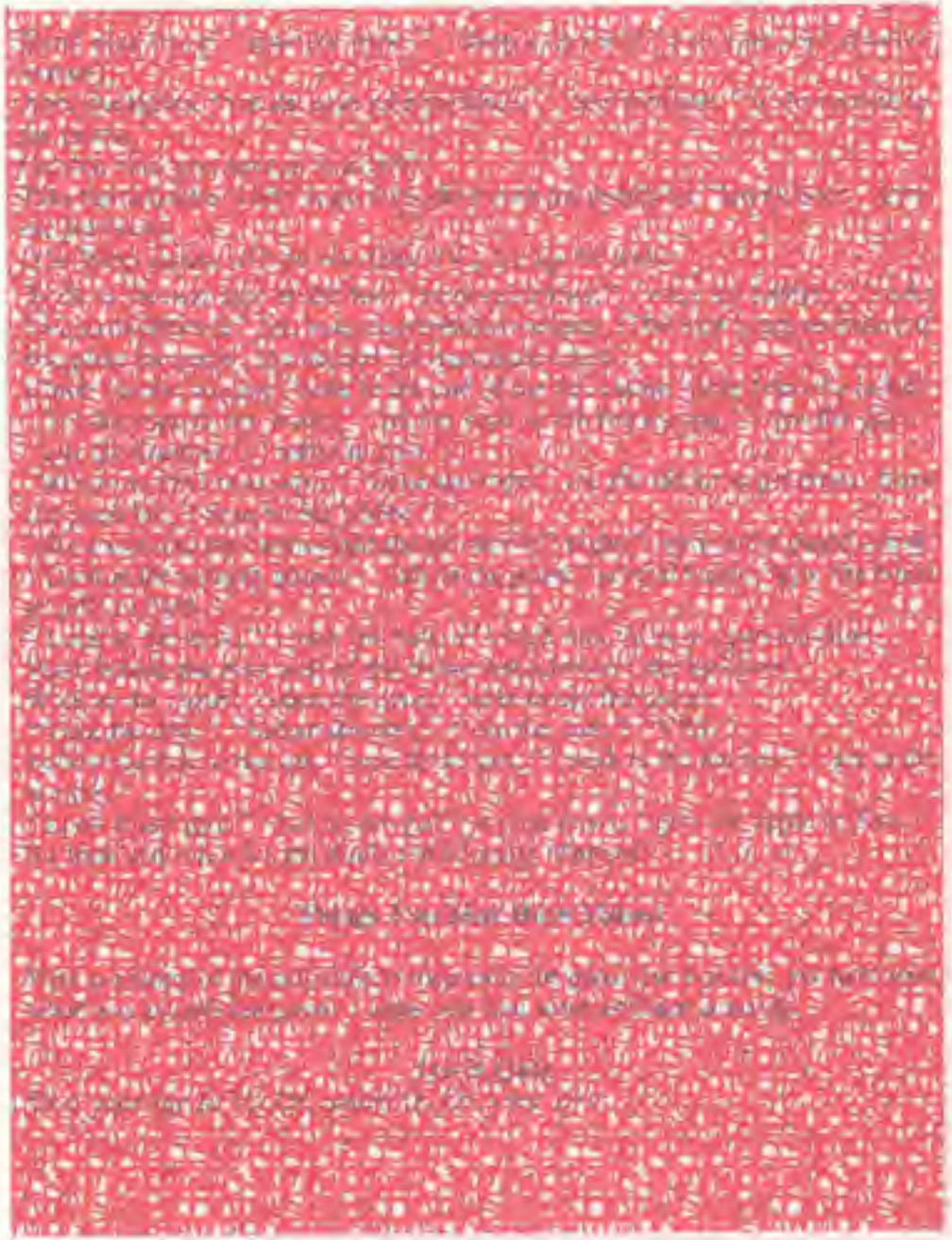
Walk through

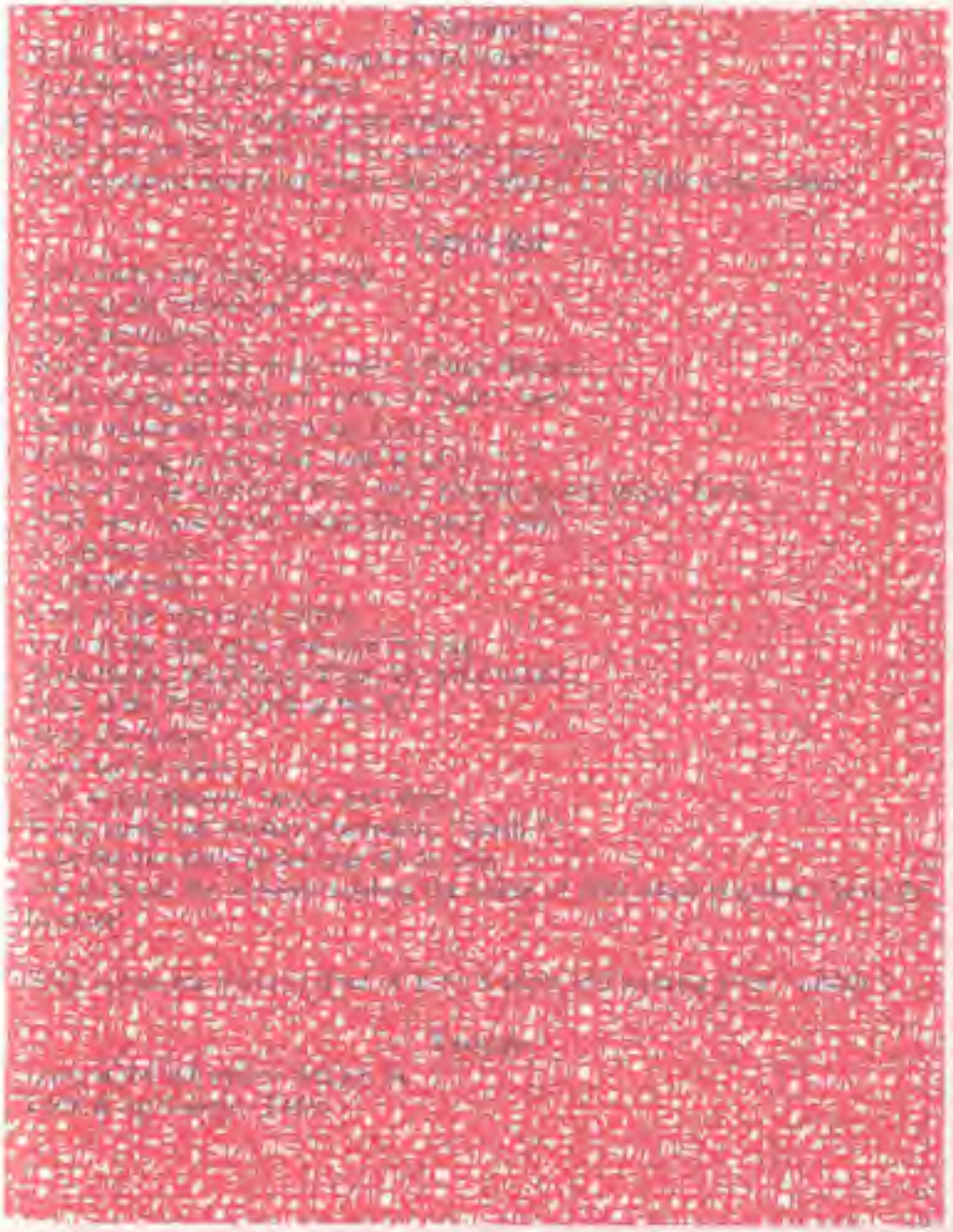
Don't read the area below unless you have finished and want to learn the most efficient possible way to complete the game, or you have given up because the game's too hard. This way is not the most fun (see the "Things You May Have Missed" section for that), just fast!

I'm going to tell you everything to do in the fastest possible manner; if you don't want to know, don't read the copy below! We begin with Larry standing in front of Lefty's Bar...

Walk forward; "open the door."
Walk to the empty stool; "sit on the stool;" "order a whiskey."
"Stand up;" walk through the doorway at the rear of the room.
Walk to the table; "take the rose."
Walk to the door; "open the door."
"Look at the wall" until you learn the password.
Walk to the sink; "take the ring."
Walk to the toilet; "sit;" "stand."
Return to the bar; walk to the door in the right foreground; "knock on the door."
When asked, type the password exactly as it appeared on the bathroom wall.
"Ken and me."
Walk to the front of the TV; "use the remote control;" "change the channel" until the Pimp moves away from the stairs.
Walk up the stairs, ignore the Hooker; walk to the table near the window; "take the box of candy."
Walk to the window; "open the window;" "climb out the window."
Walk to the ladder (fall in the trash bin); "take the hammer."
"Climb out of the trash bin;" walk to the left until you are on the street in front of Lefty's again; "hail a cab."
Walk to the cab's door; "open the door."
Tell the Cabbie "take me to the casino;" after arrival, "pay the driver;" "leave the cab."
Whenever the Man in the Barrel appears in this scene, "buy an apple" when asked.
Enter the casino; pass through the gambling area to the elevator, walk to the side stairway; "take the membership card."
Walk into the Cabaret on the right; go to the worst seat in the room (the lower right-hand corner); "sit down."
(If the Comedian is there, listen as long as your stomach holds out.) "Stand up."
Walk back to the slot machines; "play the slots."

Increase your bet to $20; "Save game;" play.
"Save game" every time you win; "restore game" every time you lose.
Play until you have lots of money; "look at the casino."
Walk to the blackjack table; "sit down;" "change bet;" "20;" "save game."
"Save game" every time you win; "restore game" every time you lose.
Play until you have lots of money; "stand up."
Walk out of the casino, take the taxi to the disco.
Walk to the Bouncer; "show membership card to the Bouncer;" walk up the stairs.
Walk to the table on the right; stand by the empty chair; "sit down;" "look at the girl;" "talk to the girl" several times; "look at Fawn."
"Dance with Fawn;" "stand;" walk to the dance floor; return to your chair; "sit;" "look at Fawn."
"Give Fawn the rose;" "give Fawn the ring;" "give Fawn the candy;" "loan Fawn a hundred dollars."
"Stand;" leave the disco; take the taxi to the Chapel.
Walk close to the Flasher; "talk to the Flasher;" walk to the Chapel door; "open the door."
Stand beside Fawn; "marry Fawn;" leave the Chapel, walk until you are inside the casino elevator.
"Press four;" leave the elevator; walk to the door with the heart; "knock on the door."
Walk to the radio; "turn on the radio;" wait until you hear the radio commercial.
Leave Fawn in the room; go downstairs to the casino.
If you have less than $50, gamble until you do; take the taxicab to the Store.
Wait until the wino appears; "give the wino a dollar."
Walk to the phone; "read the side of the telephone;" "dial the phone;" "555-0969;" answer the survey's questions.
Enter the store; walk to the magazine rack; "take a magazine;" "read the magazine."
Walk to the left end of the rear wall; "take a bottle of wine."
Walk to the counter; if you are out of breath spray; "take the breath spray."
"Ask the clerk about lutefisk;" order your favorite style.
Walk outside; wait until the wino appears; "give the bottle of wine to the wino."
Walk to phone; "answer the phone;" listen to the woman's voice.
"Dial the phone;" "209 683-6858;" listen to the Malaria commercial for this Hint Book.
"Dial the phone;" "555-8859;" "wine;" "casino hotel honeymoon suite."
Take the taxicab back to the casino; return to the honeymoon suite.





Stand near Fawn; "pour the wine;" "Sleep with Fawn" (or, your own creative variant).
After she leaves, "cut the rope with the knife;" "take the rope;" go downstairs to the casino.
Gamble until you have at least $50.
Take the taxicab to Lefty's; go to the door with the peephole; "knock door;" give the password.
(The Pimp should still be watching TV.) Go up the stairs.
Walk to the near side of the bed; "remove clothes;" "wear the lubber;" "make love to the Hooker" (or, your own creative variant). (This step is not necessary to complete the game, but needed for maximum score.)
Climb out the window, walk to the end of the fire escape away from the ladder.
"Tie the rope to my waist;" "tie the rope to the fire escape;" "get the pills;" "use the hammer;" "take the pills."
"Return to the fire escape;" "untie the rope;" use the ladder to get down; leave the trash bin; "remove the lubber."
Take the taxi to the casino, take the elevator to "eight;" walk to the guard's desk.
"Look at the security guard;" "talk to the guard" several times; "give the bottle of pills to Faith."
"Look at the desk;" "push the button;" walk into the now-open elevator.
Walk behind the rear wall of the living room to enter the bedroom.
Walk to the closet; "open the door;" walk inside the closet.
"Take the doll;" "inflate the doll;" "use the doll;" "YES."
Follow the doll to the spa; "look at the girl;" "walk to the hot tub;" "get in the hot tub."
"Look at the girl;" "talk to the girl" several times; "give the apple to Eve."
Sit back and relax for the final, end-of-game whoopie!

Things You May Have Missed

Here are many of the silly little responses in the game that you may not have seen when you played the game. I hope you find some of them amusing.

Trivia Quiz

Give your age as 75. Or, under 18. Or, over 100.

Everywhere

While on Main Street, look across the street.
Read the notes in your wallet.
Look at the credit cards in your wallet.
After you get the bottle of pills, eat them yourself.
Play the game until your watch says it's after 5 a.m. Then walk outside!

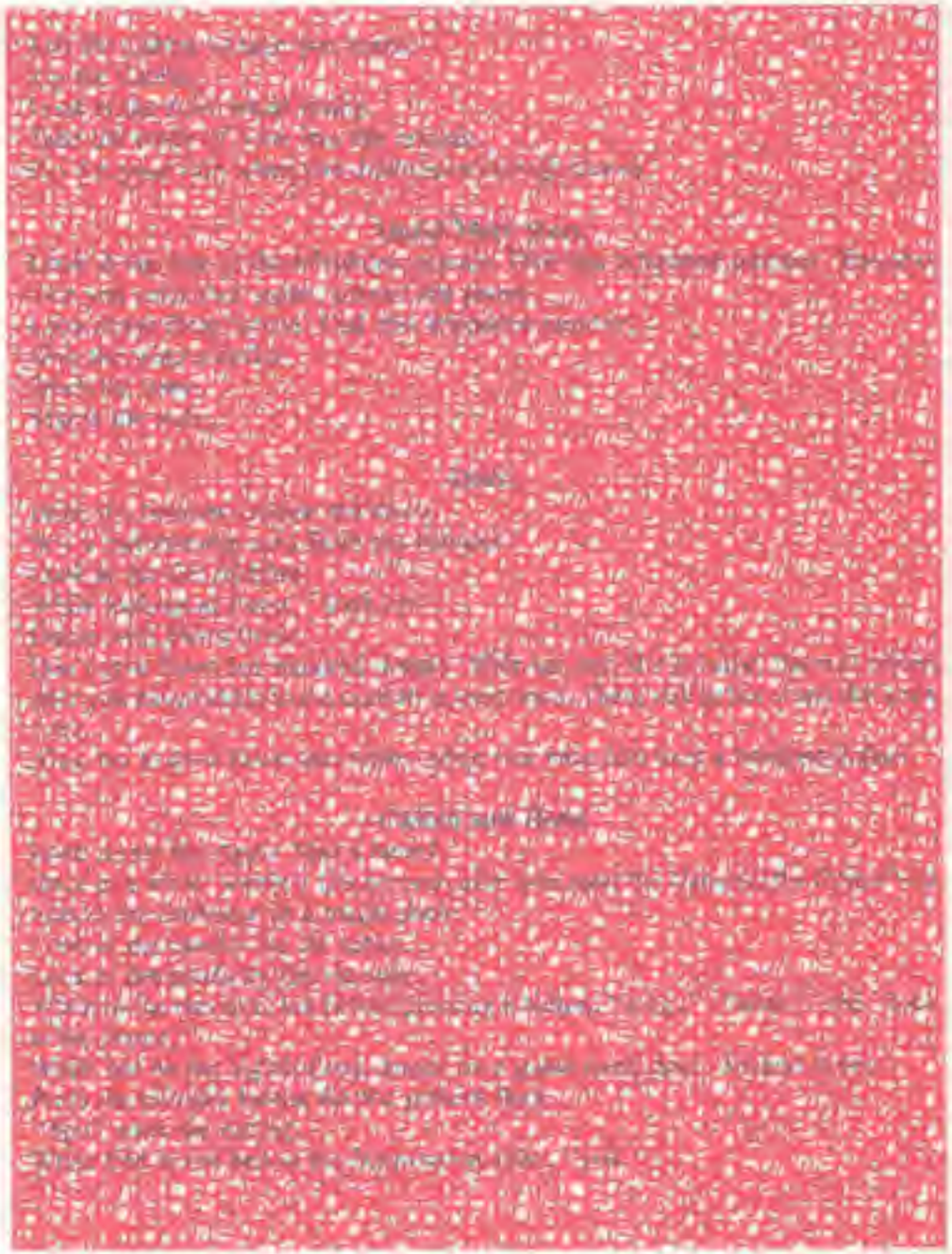
Lefty's Bar

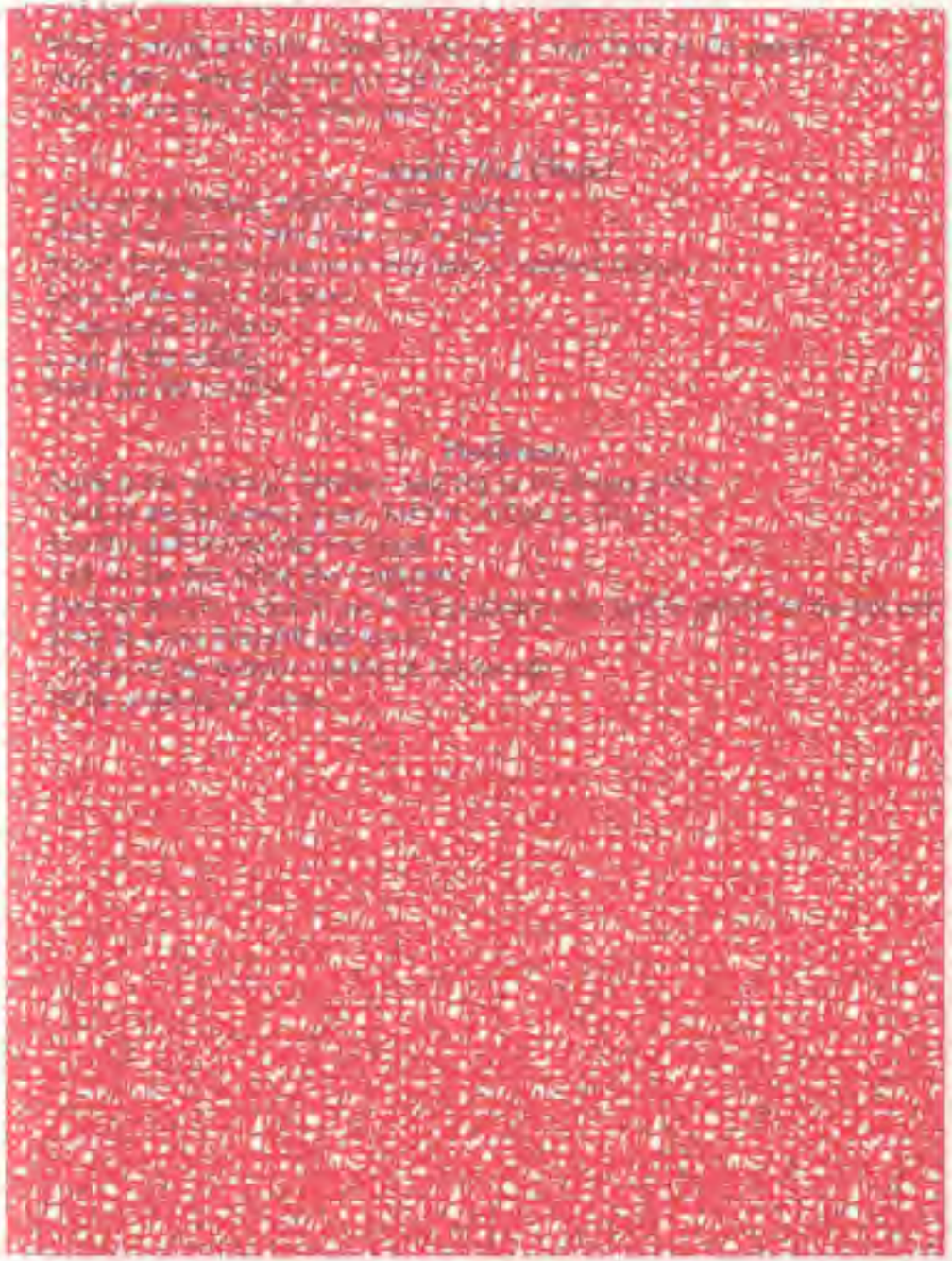
Look under the front door mat.
Look at the moosehead.
Play the jukebox.
While sitting on the stool, order a White Russian.
While sitting on the stool, order a "light" beer.
While sitting on the stool, tip Lefty.
While sitting on the stool, look at Lefty.
Order a drink when you don't have enough money to pay for it.
Walk *very* close to the drunk. Personally close!
Sit on the toilet.
Flush the toilet.
Look in the rest room mirror.
Look at the sink *after* you take the ring.
Wash hands. Wash face. Then, dry your hands.
Look at the Pimp. Look at the TV.
Stack the boxes.
Look up the stairs.
Talk to the Hooker, before and after!
While inside the Hooker's bedroom, "smell."
Take the Hooker's underwear off the line.
Try to break the window holding the bottle of pills when you don't have the hammer!

Walk out on the street in front of Lefty's while still wearing your "lubber."

Taxicab

Look at the cab before you get in.
Look at the Cabbie. Twice.





Tell the Cabbie to take you home.
Tip the Cabbie.
Look at the floor while riding.
Take the bottle of wine into the taxicab.
Pay for your ride when you don't have enough money.

Quiki Mart Store

Look at the side of the telephone outside. Dial that telephone number. The next time you enter that scene, answer the phone.
Look at the Help screen. Dial that telephone number.
Give the wino a dollar.
Smell the wino.
Search the wino.

Disco

Bribe the bouncer outside the disco.
Buy a membership card from the bouncer.
Look at the fire hydrant.
While looking at Fawn, "look lips."
Dance with Fawn twice.
Don't give Fawn her hundred dollars. Wait her out, she'll leave, but will return after you have ridden in the taxicab at least once. Then, talk to her when she's not there.
Also, try to give Fawn the money when you have less than a hundred dollars.

Casino and Hotel

Look inside the Apple Man's barrel.
Once in a while, within a few seconds after you enter the Cabaret, the Comic will feature the drummer in a magic show.
Look at the candles on the tables.
Look at the plants by the elevator.
While in the elevator, but before pressing a button, "look," "listen," and "look at the plants."
While not on the eighth floor, knock on a guest room door. Several times.
Press the elevator button for the present floor.
"Spit" over the railing.
While tied to the bed in the honeymoon suite, "yell."

While looking at Faith, "look at the desk" and "look at the pistols."
Ask Faith, "when do you get off?"
Look at her lips. And, other parts.

Quiki Wed Chapel

Look at the flasher while his coat's open.
Talk to the flasher while his coat's open.
Marry Fawn when you have less than a hundred dollars.
Look at the seats. Sit down.
Look at the Minister.
Look at the ceiling.
Blow out the candles.

Penthouse

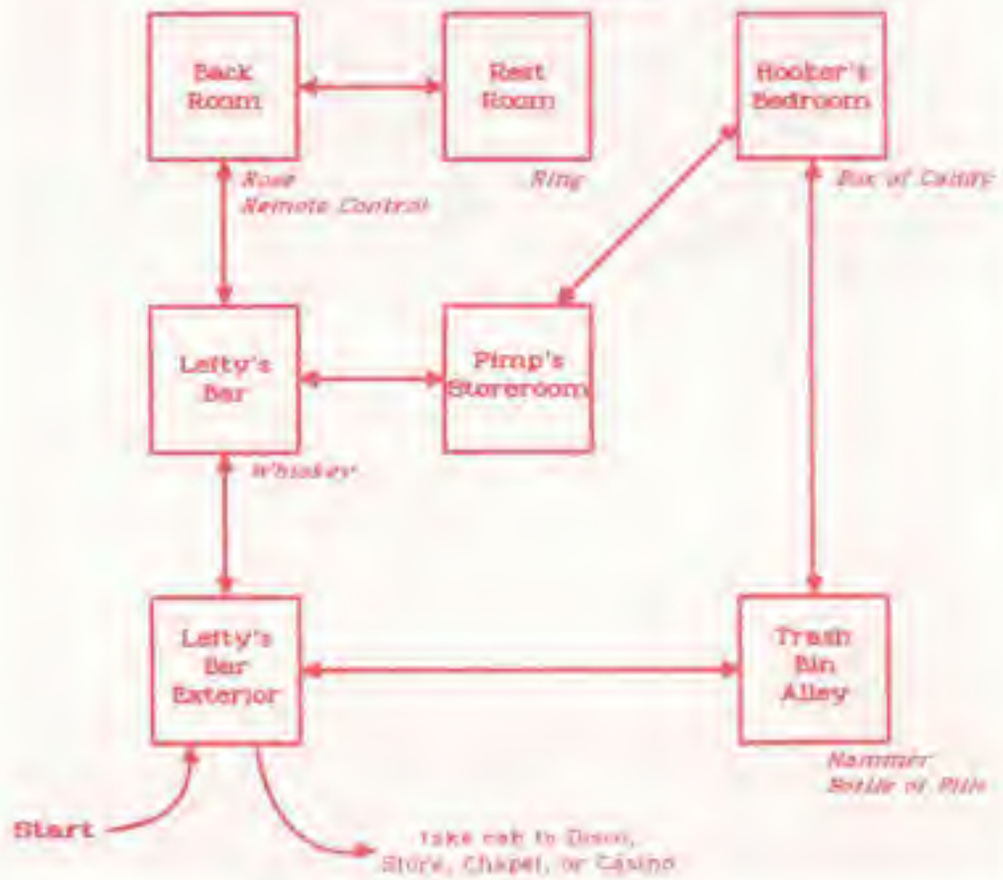
Look at the painting, fireplace and rug in the living room.
Look in the bedroom closet. Take it. Inflate it. Use it.
Use the doll before she's inflated.
Talk to the doll while she's inflated.
Look at the city while in the rooftop garden, but before getting in the hot tub.
Look at Eve's bracelet and towel.
"Turn off the bubbles" while in the hot tub.
Drink some of her wine.

Leisure Suit Larry

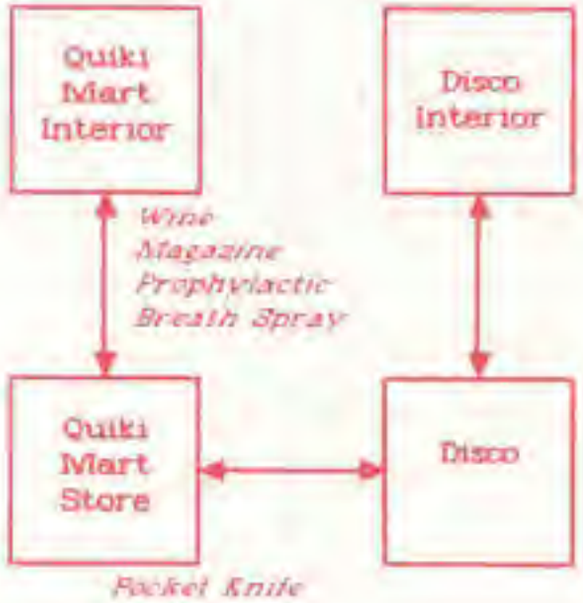
in the Land of the Lounge Lizards

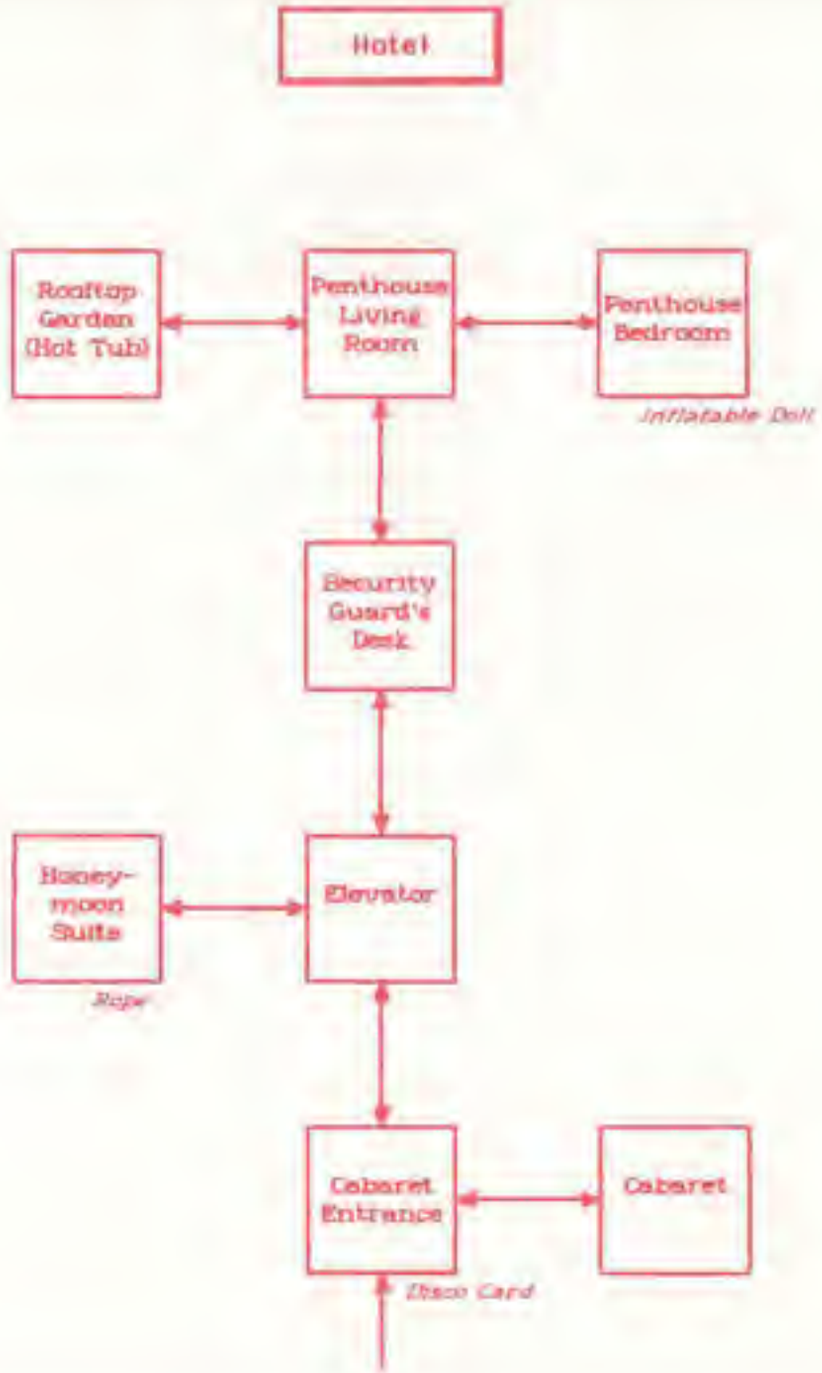
Hint Map

Lefty's Bar



Disco




Hotel
Rooftop Garden (Hot Tub)
Penthouse Living Room
Penthouse Bedroom
Inflatable Doll
Security Guard's Desk
Honey-moon Suite
Rope
Elevator
Cabaret Entrance
Cabaret
Disco Card


Casino
Casino Interior
Quiki Wed Chapel Interior
Casino
Quiki Wed Chapel
Apple

Notes

Notes

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ADVENTURE WINDOW

Place the red ADVENTURE WINDOW over the red patterned areas in your hint book to reveal the HIDDEN clues.